



NINJA commando

AMSTRAD LOADING INSTRUCTIONS

RUN" or CTRL/ENTER

The game has 8 horizontal scrolling levels. The object of the game is for your ninja to travel right through to the end of the level by jumping and running across the platforms and structures.

The ninja starts a level without a weapon and the only way to kill other ninjas etc is by jumping on them. Certain flying enemies cannot be killed this way.



CONTROLS

JOYSTICK

FIRE - fire weapon

JUMP UP

JUMP
UP LEFT

JUMP
UP RIGHT

RUN LEFT

RUN RIGHT

KEYBOARD

Q UP

O LEFT

P RIGHT

A FIRE

SPACE - PAUSES GAME

Every few alien kills a weapon is left which can be picked up, starting with a ninja star, then grenade, flames and machine gun. All enemies can be killed with a weapon.

Enemy ninjas appear randomly from openings and buildings. Your ninja is killed when in contact with any enemy or when he falls to the abyss at the bottom of the screen. When killed your ninja returns to where he last stood still and loses the weapons.

The ninja is not killed by enemies who have just appeared from an opening (they flash colour to indicate this). Each level has a bonus timer, with bonus points added up at the end of a level.

Have you played Jocky Wilson's Darts Challenge, Zeppelin's definitive darts game?



Efficient production techniques and immediate cash advances could see your game on the market within 3 weeks. Send for fast valuation within 24 hours to the address shown.

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